

## 1. EXT. GRAVEYARD - NIGHT

### 1.1 ZOOM IN:

A very wide shot of a sloped cemetery filled with old gravestones. Withered trees above the slope silhouette themselves against the background of the over-sized moon. Some gravestones are almost toppling over. The camera tracks forward to only one is newly erected.



### 1.2 CLOSE UP:

Shot is unbroken from previous shot. A close-up of the the new gravestone that bears the name Lenore. A raven then lands onto the top of the gravestone. We begin to vaguely hear a man reading a story book. The camera then begins to rise high up into the air.



### 1.3 EXTREME WIDE SHOT:

Shot is unbroken from previous shot. The camera then rise high up into the air. A bird's eye view of hills and countryside.



### 1.4 VERY WIDE SHOT:

Shot is unbroken from previous shot. A lonely mansion...



### 1.5 MEDIUM:

Shot is unbroken from previous shot. We the arrive at the window of the mansion. We enter through the closed window...



## 2. INT. CHAMBER ROOM - NIGHT

### 2.1 WIDE:

### 2.2 CLOSE UP:

Shot is unbroken from previous shot. The vast chamber room is a study room with shelves of untidy books. Some empty wine bottles are littered on the floor. A half filled wine bottle stands on the table. Books are also littered on a study table which is in the middle of the vast room. Candles of varying lengths are on the table. Some candle wax which has flown down the side of the table has solidified. Fire from the fire place illuminates parts of the shadowy room. The protagonist sits on a desk. His back faces us. A book is on his lap. He nods as he is increasingly sleepy. On the left of the frame is the chamber door with the statue of Pillas.



Low angle shot of old untidy books on the shelves



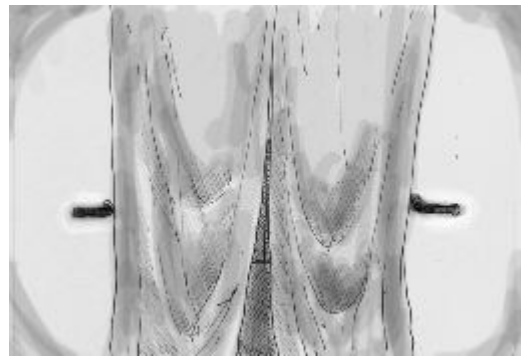
2.3 CLOSE UP:

Low angle shot of the statue of Pillas looking down on us. There is an oil lamp hung behind the statue making the statue almost silhouetted. Half of the goddess's face is illuminated by light from the fireplace.



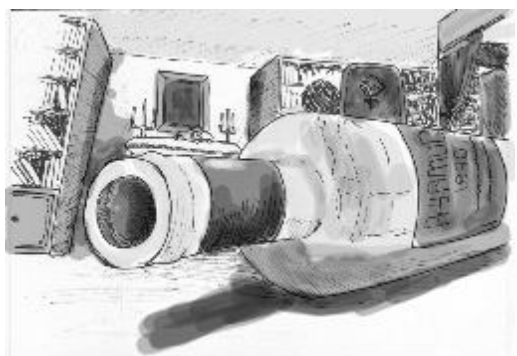
2.4 MEDIUM:

Window curtains



2.5 CLOSE UP:

Wine bottles on the floor



2.6 CLOSE UP:

A piece of glowing wood on the floor



2.7 MEDIUM:

We now face the protagonist who sits on the desk. His body faces more to

2.8 CLOSE UP:

Book from his lap drops beside his feet onto the floor. Pages showing

the right. An opened book sits on the lap of the protagonist. His long untidy hair droops down the face. The window curtains are in the background. The sad and tired protagonist lifts up his head to face the right responding to the tapping sound. He says, "It must be some visitor tapping at my door. Nothing more." The window curtains suddenly move by itself, startling the protagonist. He stares at the curtains for some time. Then shakes his head and says, "It has to be some visitor entreating the entrance of my door."



#### 2.9 CLOSE UP:

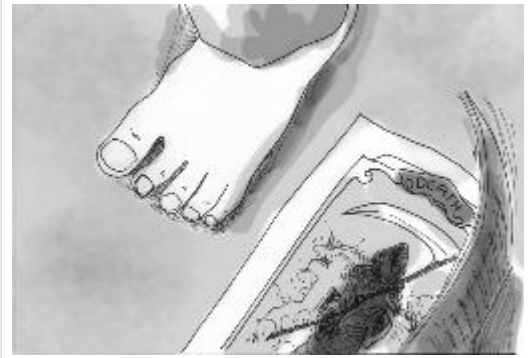
The protagonist frightened face looking to the left of the frame. The fireplace is behind him. He stares at the curtains for some time. Then shakes his head and says, "It has to be some visitor entreating the entrance of my door." He almost jumps as the tapping resumes. This time it is even louder. He says, "Sir... or Madam, I sure heard you. I am coming. I am opening the door." The protagonist lifts himself up and leaves the frame



#### 2.11 VERY WIDE SHOT:

He pushes the door wide to see a descending flight of stairs before him that seems to drop into the abyss of darkness. This is a low angle shot of the protagonist whose posture reminds us of crucifixion. We are at the bottom of the flight of stairs. Except for the door and stairs, everywhere else is dark. A hooded figure appears on the stairs in the foreground and shows a sickle. The protagonist who is far in the background immediately enters his room and shuts his chamber door.

pictures of Death, hell are exposed.



#### 2.10 MEDIUM:

His back view faces us. He almost jumps as the tapping resumes. This time it is even louder. His figure is in the foreground while the chamber door is in the background. He says, "Sir... or Madam, I sure heard you. I am coming. I am opening the door." The protagonist lifts himself up and tiredly walks to the door.



#### 2.12 CLOSE UP:

He is transfixed by the pitch blackness for some time. Then his lips mutters the name Lenore. He looks out with longing eyes but is returned with a moment of silence. He delivers a sad sigh and begins to retreat into his chamber room. To his surprise, an ECHO of the name comes from the abyss. He steps out of his room, peers and stares into the darkness hard. A WALKING sound approaches. Shock registers on his face as he sees a hooded figure appearing on the stairs and shows a sickle. The protagonist immediately enters his room and shuts his chamber door.



#### 2.13 WIDE:

Point of view of the protagonist looking at the flight of stairs that stretches down into the abyss.

#### 2.14 MEDIUM:

He walks towards the camera after signing and retreating into the room. Darkness is behind him. To his surprise, an ECHO of the name comes from the abyss. He steps out of his room, peers and stares into the darkness hard. The camera tracks forward to his backview as WALKING sound approaches.

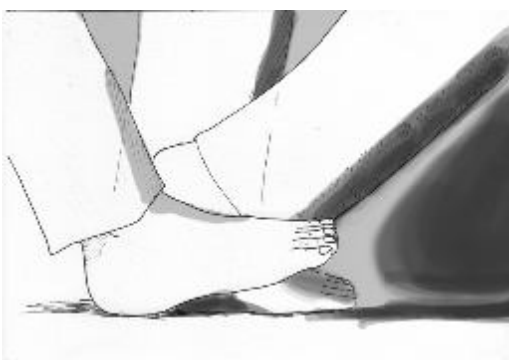


#### 2.15 CLOSE UP:

The protagonist's feet step out of the chamber door. He steps out to the right of the frame.

#### 2.16 WIDE:

A very high angle shot of the protagonist shutting the door. The statue of Pillas is in the foreground. As he is still breathing heavily, an even louder TAPPING sound comes from the window. The protagonist swallows his saliva trying to regain his composure.



#### 2.17 CLOSE UP:

As he is still breathing heavily, an even louder TAPPING sound comes from the window. He responds to the sound to the right of the frame. The protagonist swallows his saliva trying to regain his composure. "It must be the wind. I will explore. I will explore." He then exits the frame to the left.

#### 2.18 MEDIUM:

Tracking shot of the protagonist. We follow him as he cautiously walks to the window curtains with trepidation. The desperate tapping persists. He opens the curtains to reveal a closed wooden window. The urgency in the beating sound increases. The protagonist summons his courage by taking a breath and quickly opens the window. To his surprise, there is nothing outside the window. Silence has taken over. He looks out of the window



to inspect.

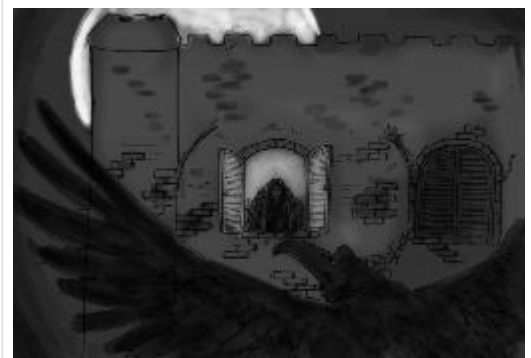


### 2.19 MEDIUM:

Protagonist walks towards the camera to open the curtains to reveal a closed wooden window. The urgency in the beating sound increases. We face the protagonist who summons his courage by taking a breath and quickly opens the window. To his surprise, there is nothing outside the window. Silence has taken over. He looks out of the window to inspect and mutters "There is nothing more."

### 2.20 VERY WIDE SHOT:

The silence is suddenly broken when a black bird flutters its wings into the protagonist's face and flies into the chamber room.



### 2.21 MEDIUM:

The camera flies with the raven.

### 2.22 WIDE:

Shot is unbroken from 2.21. The camera follows the raven as it makes one round around the vast room.

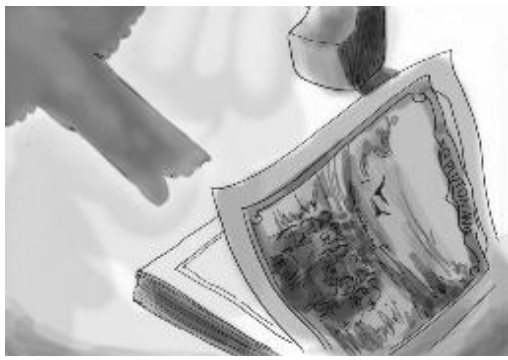


### 2.23 WIDE:

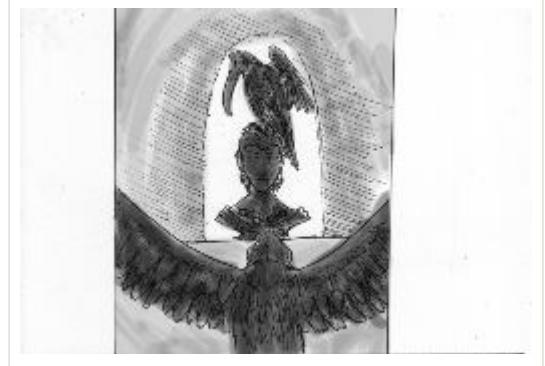
Shot is unbroken from 2.22. The wind from its wings leafs the pages of the book that has fallen on the floor. Now it is showing images of hell (Plutonium shore).

### 2.24 MEDIUM:

The bird lands on the statue of Pallas (Goddess of Wisdom). The bird proudly stands on the Goddess's head. Light from the lamp behind radiates out of the bird giving it an air of majesty albeit it is almost silhouetted. The protagonist laughs "Hahaha... So, it's just a raven. So, tell me your name, you wandering raven from the nightly shore." The bird stands still like a statue. The protagonist is increasingly impatient and says to the



statue of Pillas, "Goddess of Wisdom. Have you just grown a tumor on your head?" After the bird replies, "Nevermore" the protagonist squints at the raven, trying to register whether he has just heard the bird talking. The protagonist gazes up at the bird with eyes gleaming with marvel and steps forth, and says "Tell me your name once more." The protagonist stares at the bird in disbelief and says "What reason do you have to visit my chamber from Plutonium shore?" The protagonist says "What are you? Are you just my mind's metaphor?"



#### 2.25 MEDIUM:

The camera tracks forward to the raven as the protagonist speaks to it. The raven replies, "Nevermore" as the protagonist laughs and asks for its name. After the protagonist says, "Tell me your name once more." it replies again "Nevermore." After the protagonist says "What reason do you have to visit my chamber from Plutonium shore?" it replies "Nevermore". After the protagonist says "What are you? Are you just my mind's metaphor?" it flaps its wings and replies "Nevermore, nevermore, nevermore"

#### 2.26 EXTREME CLOSE UP:

The raven stands still and replies "Nevermore."

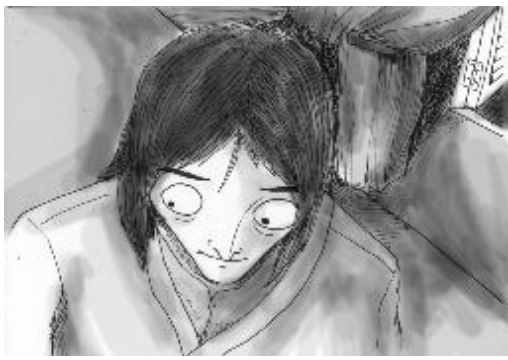


#### 2.27 CLOSE UP:

The protagonist's almost frantic eyes search the floor. He fixes his gaze upon his velvet chair and leaves the frame.

#### 2.28 VERY WIDE SHOT:

A low angle shot showing the vast room and the protagonist fetching the chair and sitting down.



### 2.29 EXTREME CLOSE UP:

High angle shot of the protagonist's eyes looking to the left of the frame. Time seems to have halt as the man and bird freeze, staring hard at each other as though a telepathic mind wrestling is taking place. Soon, the protagonist senses pain in his chest.



### 2.31 CLOSE UP:

The protagonist's hand reaches for his chest.



### 2.33 WIDE:

Shot of dark stairs. He issues a long scream that echoes down the dark flight of stairs outside the chamber room.



### 2.30 EXTREME CLOSE UP:

Low angle shot of the raven's eyes looking to the right of the frame. Time seems to have halt as the man and bird freeze, staring hard at each other as though a telepathic mind wrestling is taking place. Soon, flames creep up the bird's black eyes.



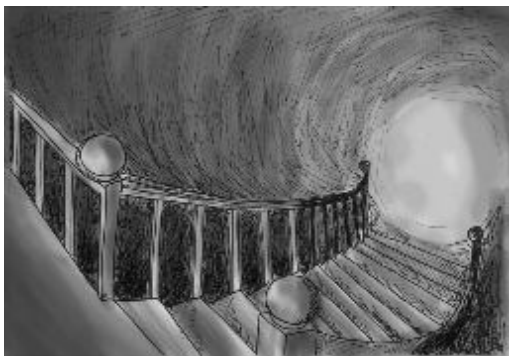
### 2.32 VERY WIDE SHOT:

Low angle shot of the wide room. We see the backview of the protagonist reaches for his chest as though a spear is piercing through his heart. He issues a long scream, "Arrr".



### 2.34 MEDIUM:

The protagonist's face has sunk into the velvety cushion of his chair, weeping. He then sniffs as though his sense of smell is heightened.

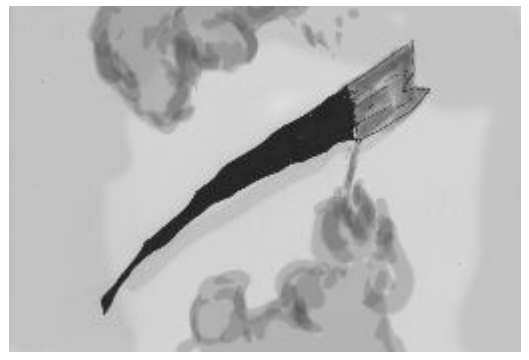


2.35 WIDE:

Through a wine bottle, we see a distorted image of the protagonist raising his head.

2.36 CLOSE UP:

The sooty fumes that trail from the tips of candle flames dance in the air.



2.37 MEDIUM:

The protagonist sniffs as though his sense of smell is heightened. He says "Smell of heaven. Angels. I saw angels coming for Lenore. You, raven. I now know why you have come to visit me from Plutonium shore. It is extremely kind of you. So kind of you to come to help me forget my lost Lenore." After the raven replies "Nevermore" patience on his face begins to wear off.

2.38 MEDIUM:

The protagonist says "If you have come from hell, then what are you? Are you good or evil? Do you bring any healing medicine to help me forget my Lenore?"



2.39 MEDIUM:

The protagonist sniffs as though his sense of smell is heightened. He says "Smell of heaven. Angels. I saw angels coming for Lenore. You, raven. I now know why you have come to visit me from Plutonium shore. It is extremely kind of you. So kind of you to come to help me forget my lost Lenore." After the raven replies "Nevermore" patience on his face begins to wear off. He says "If you have come from Plutonium shore which is hell, then what are you? Are you good or evil? Do you bring any healing

2.40 EXTREME CLOSE UP:

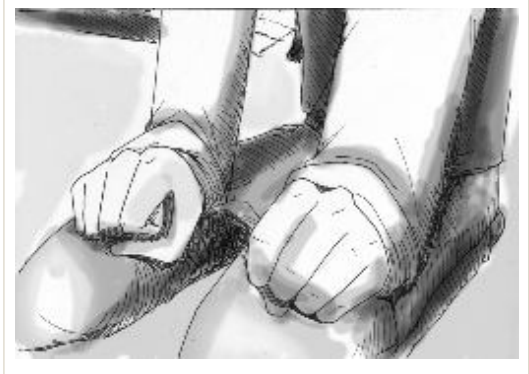
Shot of the kness on the floor

medicine to help me forget my Lenore?"



2.41 EXTREME CLOSE UP:

Shot of hands clenched against each other so hard they tremble.



2.42 EXTREME CLOSE UP:

Shot of the protagonist's mouth speaking with his clenched teeth, "I want to see her in heaven. Will I ever see my Lenore?"



2.43 EXTREME CLOSE UP:

Shot of one eye of the protagonist as he says "I want to see her in heaven. Will I ever see my Lenore?"



2.44 EXTREME CLOSE UP:

Shot of one eye of the raven replying "Nevermore"



2.45 CLOSE UP:

Shot of raging fire in fireplace

2.46 CLOSE UP:

Shot of the protagonist's face becoming more furious and says "Bird or fiend, leave my chamber room at once and back to your hell! Leave me with my loneliness unbroken! Remove your beak out of my heart and quit the bust above my door!" After the raven replies "Nevermore" his tears stream down his cheek.

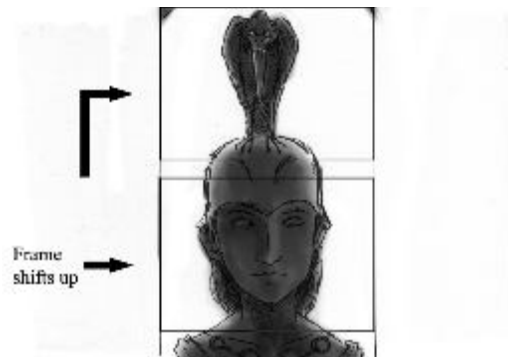


2.47 CLOSE UP:

Shot of the statue of Pillas as the raven says "Nevermore" The camera tracks up to show the gleaming eye of the raven.

2.48 CLOSE UP:

The raven spreads its wings.



2.49 WIDE:

High angle shot of the protagonist being shadowed by the wing and screaming "Nooo!"

2.50 WIDE:

The camera furiously tracks from the shadowly stairs. We then move through underneath the chamber door.



2.51 CLOSE UP:

Shot is unbroken from 2.52.

2.52 VERY WIDE SHOT:

Shot is unbroken from previous shot. The camera passes the despair look of the protagonist.



2.53 VERY WIDE SHOT:

Shot is unbroken from previous shot. Back view of protagonist collapsing under the shadow of the raven.

2.54 WIDE:

Shot is unbroken from previous shot. The camera tracks backwards through the window.



3. EXT. MANSION - NIGHT

3.1 VERY WIDE SHOT:

Shot is unbroken from previous shot. The lonely mansion.

3.2 WIDE:

Shot is unbroken from previous shot. The camera tilts up to show the large moon with Death seated on it. A raven flies past.

